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1 Security issues with TCP/IP

87%



Renqi Li , E. A. Unger

ACM SIGAPP Applied Computing Review June 1995

Volume 3 Issue 1

An introduction to network security , basic definitions and aa brief discussion of the architecture of TCP/IP as well as the Open System Interconnection(OSI) Reference Model open the paper. The relationship between TCP/IP and of some OSI layers is described. An indepth look is provided to the major protocols in TCP/IP suite and the security features and problems in this suite of protocols. The secuti y problems are discussed in the context ofthe protocol services.

2 Architectural and compiler support for effective instruction prefetching: a cooperative approach



ACM Transactions on Computer Systems (TOCS) February 2001

Volume 19 Issue 1

Instruction cache miss latency is becoming an increasingly important performance bottleneck, especially for commercial applications. Although instruction prefetching is an attractive technique for tolerating this latency, we find that existing prefetching schemes are insufficient for modern superscalar processors, since they fail to issue prefetches early enough (particularly for nonsequential accesses). To overcome these limitations, we propose a new instruction prefetching technique where ...

3 Technical papers: 4+4: an architecture for evolving the Internet address space back toward transparency



Zoltán Turányi , András Valkó , Andrew T. Campbell

ACM SIGCOMM Computer Communication Review October 2003

Volume 33 Issue 5

We propose 4+4, a simple address-extension architecture for Internet that provides

an evolutionary approach to extending the existing IPv4 address space in comparison to more complex and disruptive approaches best exemplified by IPv6 deployment. The 4+4 architecture leverages the existence of Network Address Translators (NATs) and private address realms, and importantly, enables the return to end-to-end address transparency as the incremental deployment of 4+4 progresses. During the transition t ...

4 Database privacy: balancing confidentiality, integrity and availability 77%



Martin S. Olivier

ACM SIGKDD Explorations Newsletter December 2002

Volume 4 Issue 2

The emphasis in database privacy should fall on a balance between confidentiality, integrity and availability of personal data, rather than on confidentiality alone. This balance should not necessarily be a trade-off, but should take into account the sensitive nature of the data being stored and attempt to increase all three dimensions to the highest level possible. To achieve such a balance, technological means should be developed. The paper illustrates some of the inherent problems in database p ...

5 Special system-oriented section: the best of SIGMOD '94: QuickStore: a 77%



high performance mapped object store

Seth J. White , David J. DeWitt

The VLDB Journal — The International Journal on Very Large Data Bases October 1995

Volume 4 Issue 4

QuickStore is a memory-mapped storage system for persistent C++, built on top of the EXODUS Storage Manager. QuickStore provides fast access to in-memory objects by allowing application programs to access objects via normal virtual memory pointers. This article presents the results of a detailed performance study using the OO7 benchmark. The study compares the performance of QuickStore with the latest implementation of the E programming language. The QuickStore and E systems exemplify the two ba ...

6 Protocol discovery in multiprotocol networks 77%



Russell J. Clark , Mostafa H. Ammar , Kenneth L. Calvert

Mobile Networks and Applications December 1997

Volume 2 Issue 3

Interoperability requires that communicating systems support compatible protocols. Maintaining compatible protocols is problematic in heterogeneous networks, especially in a wireless infrastructure where hosts can move from one protocol environment to another. It is possible to improve the flexibility of a communication network's operation by deploying systems that support multiple protocols. These multiprotocol systems require support mechanisms that enable users to effectively access the ...

7 QuickStore: a high performance mapped object store 77%



Seth J. White , David J. DeWitt

ACM SIGMOD Record , Proceedings of the 1994 ACM SIGMOD international conference on Management of data May 1994

Volume 23 Issue 2

This paper presents, QuickStore, a memory-mapped storage system for persistent C++ built on top of the EXODUS Storage Manager. QuickStore provides fast access to in-memory objects by allowing application programs to access objects via normal virtual memory pointers. The paper also presents the results of a detailed performance study using the OO7 benchmark. The study compares the performance

of QuickStore with the latest implementation of the E programming language. These systems exemplify ...

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